

METHOD AND APPARATUS FOR LEVEL-OF-DETAIL COMPUTATIONS

ABSTRACT OF THE DISCLOSURE

A method and apparatus for computing a level-of detail (LOD) value for the of texels of a texture map to pixels of a graphics image adapted to receive signals representing texel coordinates for texels of a texture map and pixel coordinates for pixels of a graphics image to calculate a level-of-detail (LOD). The apparatus computes the LOD by calculating the square of the ratio between the number of texels applied to one pixel from the texel and pixel coordinates, approximating a base-two logarithm of the square of the ratio, and dividing the result of the approximation by two to compute the LOD.

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